The Cuthbert CHRONICLE

VOL. 1 No 5

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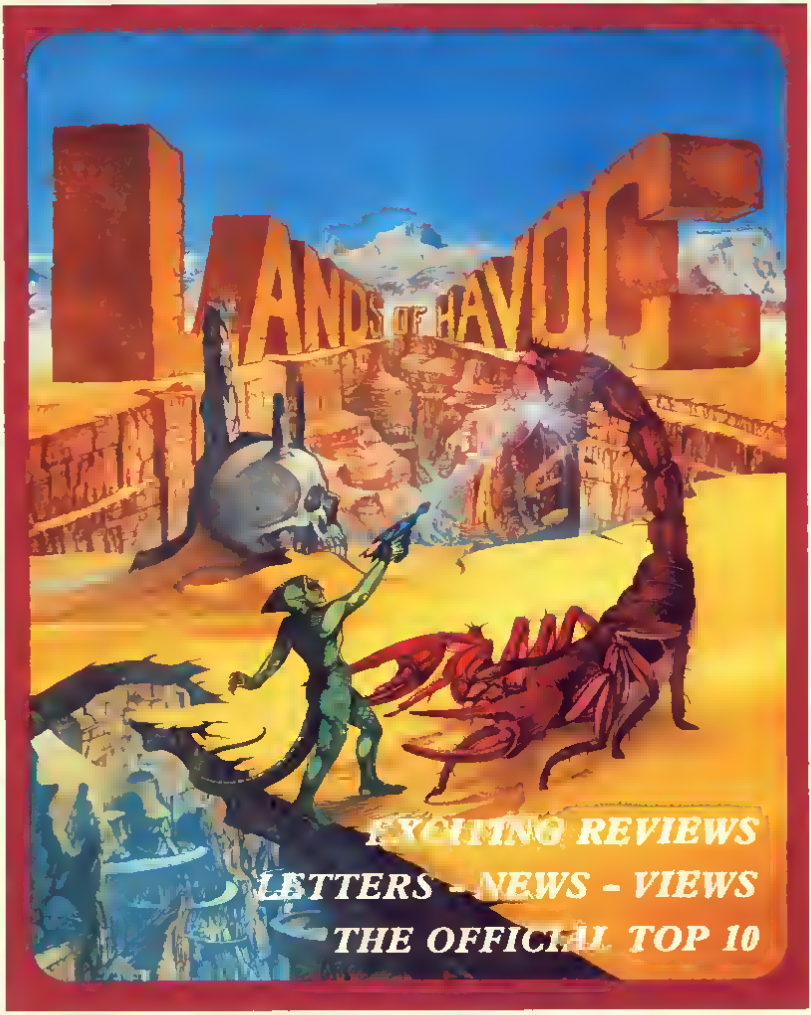

IT'S ON AGAIN!

The Third 6809 COLOUR SHOW

WIN A DRAGON 64

FOR DRAGON AND TANDY USERS

SATURDAY 23rd and SUNDAY 24th NOVEMBER, 1985

ROYAL HORTICULTURAL HALLS, VICTORIA.

The first one was good, the second better, but this one is going to be amazing.

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A weekend of fun information and bargains. We are organising special events for everyone to join in competitions with prizes and an advice centre. The exhibitors are promising to bring along lots of bargains as well as new products.

The third 6809 Show isn't going to be just a show, its going to be a definitive showcase for 6809 users.

A GREAT VENUE!

If you don't know the way to the Royal Horticultural Halls by now, let me just say it's in the heart of Victoria, in between Parliament Square and Victoria stations. Easy to get to and from.

BOOK NOW, BEAT THE QUEUES AND ENTER THE PRIZE DRAW!

If you book tickets in advance you stand a chance of winning over £150 of 6809 related products. And you'll miss the queues – at the last show there was a two hour queue but you'll just walk right in. And you'll save £1 per ticket.

This exhibition is organised by:
Computer Marketplace (Exhibitions) Ltd.,
Part of the Rushworth Dales Group,
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To: Computer Marketplace (Exhibitions) Limited, Part of the Rushworth Dales Group, 20 Orange Street, London WC2H 7ED

Please rush me _____ (qnty) adult tickets at £2 and _____ (qnty) under sixteen tickets at £1 for the 3rd 6809 Colour Show. I understand I am eligible for the prize draw.

I enclose my cheque/P.O. payable to Computer Marketplace Exhibitions Ltd for £_____ or debit my Access/Diner/American Express card No _____ Signature _____

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The Cuthbert CHRONICLE

VOL 1 No 5

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LOOK

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WOW!

6809 COLOUR SHOW MOVES NORTH?

A lot of exhibitors and potential visitors have asked to look at the possibility of running a northern based 6809 show They've convinced us that life doesn't stop at Waford and that there's thousands of Dragon and Tandy users up north Costs would be about the same as the current exhibition

We've provisionally booked some dates in October/November at UMIST- Manchester and would like to know if you'd support a show there At this stage there's absolutely no commitment we just want to guage the amount of interest

Well Cuthberteers - what do you think?
Comments to
Computer Marketplace Ltd , 20 Orange Street, London WC2H 7ED

A sight for sore eyes...

Dragon owners are a hardy breed, but I am sure that even they will be at least a little tearful at the sight of the following excellent pictures taken for us in Spain

The first one shows an impressive display of Dragon software, beautifully presented with ample back-up stocks and what a selection!! Eurohard appear to be doing a better job of marketing the Dragon than their English forebearers at least that is on their own territory

So what about the UK well firstly I have news of a new Dragon (see the pic) actually the internals are exactly the same as the present machine but doesn't it look good!! Perhaps if it looked this good last year — we would have been buying Dragons instead of Commodore 16s

Also note the new look Disc Drive I have no technical information on this one but again isn't it smart!!

The final shot is every bit as heart-wrenching as the first one It was taken in one of three rooms, of a typical Spanish school In all there were 10 Dragons in this one room and very professionally laid out too

The reasons the Dragon was never introduced into English schools was because the Dragon in standard form had no LOWER CASE At that time there was an almighty push behind the much pricier BBC

So if your just crazy about your Dragon and really love the Sun — simply move to Spain because that's where it's all happening!

By the way any Cuthberteers in Spain looking for English pen-friends just send in your name and address and a few notes about yourselves and we will gladly publish them for you
ADIDS AMIGDS.

1

2

3

4

1 TYPICAL SPANISH SHOP
2 NEW LOOK ORAGON 32
3 NEW LOOK OISC ORIVE
4 TYPICAL SPANISH SCHOOL

REVIEW TIME

The 6809 Bit

O K THEN . REVIEW TIME is going to be our regular look at the best of the new releases for the Dragon and Tandy Computers I shall try and give as unbiased an opinion as possible and should I drastically underrate a game or miss a particular point of interest then TOUGH . . . No – just let me know and if your points are valid then we'll take another look REVIEW TIME is for you! so that all you eager beavers get the very best value for money and know just what you're buying.

DRAGON 32
TANDY COLOUR 32K

Skremble

When loaded the first display you will see is the score table The game then enters the demo-mode and then returns to the score table and repeats until any key is pressed There is no choice of colour but I think the normal four colour set containing green is probably the best possible for this game

Your mission is to penetrate the enemy scramble system and destroy their headquarters You are given three ships equipped with repeating cannon and twin bomb launcher Note you receive one single bonus ship upon reaching 10 000 points You must negotiate five levels and finally destroy the enemy headquarters Control is either via keyboard or joystick but using joystick is almost impossible as you have to press the space bar as well as the joystick fire button With my joystick the control is very jerky (Dragon Data joystick), although with keys it is perfect Finally, ships left and scores are displayed along the top as well as your present level

So now onto the screens:

Level 1
You must first skim the surface of the planet whilst avoiding kamikaze rockets launching themselves into you You must also watch your fuel level displayed up the righthand side You can gain fuel by hitting fuel dumps on the ground but this theory seems to be a bit unrealistic as is the size of the bombs which leave your ship in constant pairs and the endless supply of bullets

Level 2
Next you must negotiate a cave while avoiding bobbing U.F.Os and bombing sitting ducks on the ground I find with this screen if you stay about a ship's width from the top of the cave and keep shooting you should survive

Level 3
This level is much the same as level 2 but you only have the difference of fireballs rather than U.F.Os trying to hit you However, these are indestructable

Level 4
"IF" you reach this screen you must scan along the top of high building avoiding the rockets and destroying everything in sight.

Level 5
This is the final stage where you must guide your ship through the maze and destroy the enemy headquarters without hitting the sides

Graphics and use of colour are very good as is the sound I feel the failings of the game are

(i) that after you destroy the enemy headquarters there is nowhere to go apart from into the walls of the maze,

(ii) there is no victory song, just a message on the text screen leaving you to start all over again,

(iii) each level lasts too long making the game boring

(iv) the omission of skill levels is disappointing

O.K. — 65%

Reviewed by Tim Eckes (May 1985)

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100% M/C – Joysticks required
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In the latest review April edition Cuthbert Chronicle

I reckon this one alone is worth the full £3.95
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I'd say this is indeed outstanding value
Some are actually better than software I've been selling
for £8.00 GREAT VALUE!!

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An all act on shot of WUMPUS MANSION Only a crazy person would go near WUMPUS MANSION You have decided to go in!! Tempted by riches beyond imagination you raid the WUMPUS of their treasures But it's harder than you thought! You never knew about the TIME BOMB or the KAMIKAZIE WUMPUS or the dreaded MAZE Will you succeed? This game uses the full 32K!

The other games are HILO an exciting gambling game EXECUTION a unique version of a popular word game EMPIRE an excellent strategy game AIR ASSAULT an arcade game SNAIL PACE a very enteretaining racing simulation WIPEOUT a fast reaction snake game ATOM HUNT a brain straining game of logic

* All games incorporate hi-res colour graphics and sound/music The average length of each game is 27K a total of 236K on one tape The price of 44p is the average cost per game and refers only to the games on the 9 game cassette These games are not available separately

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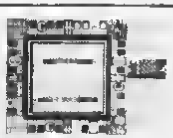

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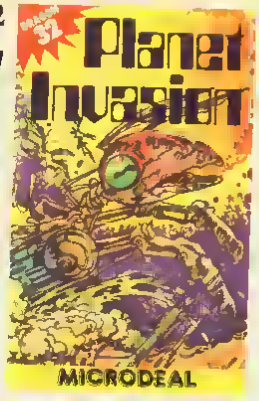


(right joystick) M/Code

This is an arcade game similar to 'defender' type programs. The storyline goes that you are in an aircraft defending your planet from grabbers who try to steal your caloxin crystals' You move around using the **right joystick,** which allows only horizontal and vertical movement. You have 3 'lives' and 3 smart bombs' which can destroy everything around you

The display screen shows a scenic picture of you and your surroundings, the score and highscore, your 'long range scan' and your level (of play) indicator. You fire using the joystick button.

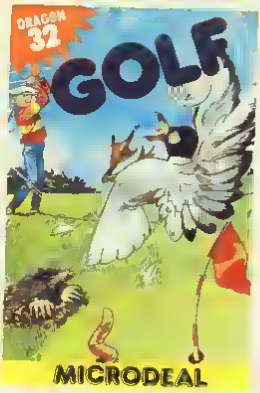
Conclusions

This game can be classed, I suppose as **'another boring old invader-type game'**, although **some scenes were rather good.** The sound isn't up to much, either.

Assessment: 45%

TIMOTHY RICHARD

Golf



(keyboard control) M/Code

In this version of golf, you are given 13 clubs with which to wheck a golf ball round a strange course

When on the fairway if you hit the ball onto the rough you are given a 'lift' option which miraculously clears a space in the rough directly where your ball lies (a feature jungle explorers would find very usefull)

Your direction of shot is selected using clock-like figures (i.e. 3 o'clock would be to the right of the display) When selecting you can also include decimal fractions (i.e. 3.5) You can correct direction entries using the backspace key. When on the green, you can select the distance (1—180) from the cup

Conclusions

I found this a **highly enjoyable** version of the game, because it has many on-course hazards. However, **I would have preferred** some sort of graphic direction selector, to the terse 'DIR? **'clockface entry method used.**

Assessment: 60%

PHANTOM SLAYER

(keyboard control) M/Code

INTRODUCTION

Phantom Slayer is a 3-D maze game where you as a phantom slayer must find your way around armed only with a 'geiger counter' type **'phantom detector'.** This makes clicking noises if you are near to a phantom, and you can vary the distance at which it starts to operate. You also have a laser pistol (fired by the space bar) which unfortunately takes **two seconds to recharge once fired.**

The Game

At the start of the game, you are shown a map of the maze for a few seconds. **The arrow keys control your movement,** and you have the ability to turn 180 degrees, or to back away until you hit a wall (or a phantom)

If you step on a green square you are transported to the place in the maze where you started from. Full instructions are included in the program. The game ends when a phantom touches you because this is one of those games where you cannot win, but try to score highly

Conclusions

This game is good value for money as it's **3-D effect seemed faultless.** I must admit that this game has a certain effect on you. Don't be surprised if you feel nervous in the dungeons as a group of phantoms creep up on you!

Assessment: 75%

TIMOTHY RICHARD

This Section's For Everyone Who's Continuously Bombarded Us With Requests For The Following

The *2nd* Cuthbert LISTING

MICRODEAL

```
1 [illegible]
[illegible]
[illegible]
PRINT#92 [illegible]
[illegible]
20 GOSUB[illegible]
P=1
[illegible]
[illegible]
PRINT
PRINT#1 A
PRINT
[illegible]
40 PRINT [illegible] AROUND [illegible]
[illegible]
[illegible]
[illegible]
50 PRINT[illegible]
NEXT
60 PRINT
70 PRINT [illegible] I CAN TRAVEL TO "
[illegible]
[illegible]
80 NEXT
PRINT
PRINT" --"
90 [illegible]
[illegible]
100 [illegible]
[illegible]
[illegible]
[illegible]
INPUT"WHAT NOW[illegible]
[illegible]
[illegible]
110 [illegible]
NEXT
120 [illegible]
130 [illegible]
140 [illegible]
[illegible]
[illegible]
[illegible]
[illegible]
150 [illegible]
[illegible]
[illegible]
160 PRINT I DON T KNOW HOW TO DO THAT "
[illegible]
170 [illegible] 210 290 320 330 340 [illegible]
630 [illegible] 770 [illegible] 910 920
900 [illegible]
180 [illegible]
[illegible]
[illegible]
190 [illegible] PRINT"I CAN T GO THAT WAY "
[illegible]
200 [illegible]
210 GOSUB[illegible]
[illegible]
[illegible]
220 [illegible] PRINT"I CAN T CARRY ANY MORE [illegible]
[illegible]
230 [illegible]
240 PRINT [illegible] I CAN T DO THAT [illegible]
[illegible]
250 PRINT [illegible] IMPOSSIBLE
[illegible]
260 PRINT I DON T WANT TO DESTROY THE [illegible]
[illegible]
270 PRINT"I [illegible]
[illegible]
280 [illegible]
[illegible]
[illegible]
[illegible]
290 PRINT"I AM CARRYING THE FOLLOWING
[illegible] PRINT NOTHING
[illegible]
300 [illegible]
[illegible]
PRINT
[illegible]
310 PRINT[illegible]
NEXT
PRINT
[illegible]
320 [illegible]
[illegible]
330 [illegible]
[illegible]
[illegible]
340 NEXT
PRINT YOU HAVE [illegible] OUT OF A [illegible] POSSIBLE [illegible] POINTS
[illegible] PRINT [illegible] HAVE [illegible] ALL THE
SECRETS OF [illegible] "
[illegible]
350 [illegible]
360 [illegible]
[illegible]
[illegible]
[illegible]
370 [illegible]
380 [illegible] PRINT I DON T KNOW WHAT TO DO "
[illegible]
390 PRINT[illegible]
[illegible]
400 INPUT"THIS GAME IS OVER
DO YOU WANT TO PLAY AGAIN[illegible]
[illegible]
END
410 GOSUB[illegible]
[illegible]
[illegible]
420 [illegible]
[illegible]
430 [illegible]
[illegible]
440 [illegible]
[illegible]
450 [illegible]
[illegible]
460 [illegible]
[illegible]
470 [illegible]
[illegible]
480 [illegible]
[illegible]
490 [illegible]
[illegible]
500 [illegible]
[illegible]
510 [illegible]
[illegible]
520 [illegible]
[illegible]
530 GOSUB[illegible]
[illegible] PRINT [illegible]
FOUND [illegible]
[illegible]
540 [illegible] AN INSCRIPTION [illegible]
550 [illegible]
[illegible]
[illegible]
560 [illegible]
570 [illegible] PRINT I SEE NOTHING IN THEM
[illegible]
580 GOSUB[illegible]
PRINT"I FOUND A [illegible]
[illegible]
590 [illegible]
600 [illegible] PRINT I SEE NOTHING IN IT[illegible]
[illegible]
610 GOSUB[illegible]
PRINT I FOUND A [illegible]
[illegible]
620 PRINT IT HAS A RUSTY LOCK ON IT "
[illegible]
630 GOSUB[illegible]
[illegible]
640 PRINT"INSCRIPTION [illegible] GIVE MY REGARDS TO THE KEEPER
OF THE RECORDS[illegible]
[illegible]
[illegible]
650 [illegible] PRINT IT I CLOSED "
[illegible]
660 [illegible]
670 PRINT PAGE 1 [illegible]
PRINT PAGE 2 [illegible]
PRINT" [illegible]
[illegible]
680 PRINT PAGE [illegible]
PRINT" [illegible]
PRINT PAGE [illegible]
PRINT" [illegible] ME A DRINK"
[illegible]
690 [illegible]
[illegible]
PRINT PAGE [illegible]
PRINT [illegible]
[illegible]
700 PRINT PAGE 7 [illegible]
PRINT STOP READING THIS BOOK
PRINT PAGE 8 [illegible]
PRINT [illegible] FOR YOUR HEALTH"
[illegible]
710 GOSUB[illegible]
[illegible]
720 [illegible]
[illegible]
730 [illegible] PRINT IT I LOCKED "
[illegible]
740 [illegible]
[illegible]
750 [illegible]
[illegible]
[illegible]
760 PRINT IT I LOCKED
[illegible]
770 GOSUB[illegible]
[illegible]
780 PRINT IT I ALREADY UNLOCKED "
[illegible]
790 [illegible] PRINT"I DON T HAVE THE KEY "
[illegible]
800 [illegible] PRINT"IT I ALREADY UNLOCKED "
[illegible]
810 [illegible]
820 [illegible]
```

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```
930 IF@III 20 THENPRINT"I DON I HAVE A BOOK  :
    GOTO100
940 IF PC>2THENPRINT"THE BOOK S NOT BEIN "
    GOTO1000:DCP5=P5+1
950 IF P5<5THENPRINT"CABLOOKEY THE NOMP BLIN UP IN
    NN IRCE  MEII I IDE NEII 600A ADVICE
    DII0400
960 GOTO1IN0
970 GOSUB1000
    II BC>1 AND BC>2*RIHENI2BCELSEII BC>1 THENN%BELSEBOIB= 1
980 GOSUB2IN0
    DII0100
990 II 0191<>8THENI150
1000 IF3KC2THENPRINT" I S ALNI ADY CLOSED "
    DII0:DIDECINEBE=1
    GOTO1160
1010 II5K< "99"THENI020
1020 IF PC>2000$="ITHEMPPING "ADTAIDE HAPPENS "
    GOTO90
1030 PRINT CUMPUTIN KEYBOOK/SCREEN STABULATION "
    FOR I=0 TO 8000
    BEEP
    FOR X=1 TO 0
    CLS
    IOFF=0:IOESP=0
    NEII
    NRIHOI230 "SIII I
    FORI=1 TO 800
    NEXT I,X
    PO=1
    GOTO30
1040 PRINT"OK"
    PRINTSIN
    II30="I'M"+NAME+I+AMDO(15)  II I HENPPINI"N TIIE
    IA THE II DOR SIIDES BACK..NEVEALIDE A HOLI "
    N 134 P
    DESIMZ=N0
    GOTO90
1050 DOTO90
1060 DEI N"N"  I SIN:
    IOM=1:IOAI
    PRINTN I I 0
    NEII :
    PRINT DI N..95 UN DA..P6 PG DZ..I5 SN
    II DSE:
    GOTO100
1065 REN I DA CODS DISK SISTIONS CHANGE  I 10 I
    IN IINES IAN AND 97 N
1110 OPEN"I"  I SIN
    IOMO I IOAI
    INPUI I I 0 0I
    NEXI :
    INPUI II R 05 UN DA P5 P6 DI I5 SN
    CLOSEI
    DISUBZ1AN:
    DOTO1100
1090 IIN 44DAR 44THENPRINI"I DU VE GIN II DE XIDDING
    50I DI00
1095 IIP N5HSEN=I07
    GOTO1IN BELSEPRINI"II S IAN SMALLEN NEPI
1000 =0 =0
A 6  =5  I DI  HENI=2B
N2B  FOR DI<=PPIN"I AII II  DOI ANTHING NAPPENS "
    DOI0M
1020 I5=1
    GOIOII=0
1040 IIO  4  C HENPPIRT"RIR MY HANDS?
    AME NEU KIDDING?"
    GOIOI40
1050 IFR  MYINEDERINI"I FIRS DOI NIDE
    DOI0MDECSE0125I=R
    DI2N  I2
1060 DOSUB2440
    GOTO1100
1070 GOSUBI10:
    ROI0III0
1080 DDEDOII30
    GOSUBI090
    RETURN
1090 IFDOI<>R ADDIOI<>DINEMINDBELSERETURN
1100 POSOUIII0
1110 SK=4
    DOI030
1120 PRINI"I IAN I BA IBAI  :
    RDI0100
1130 I0RD II0AD:
    II NNIDI  SN INEMNEII:
    PRINI"NNN  :
    GOTO1000ISERETONS
1140 PRINI"I DN I SEE II NERN "
    GOIO100
1150 PRIM"I DN I HAVE II ":
    GOIO100
1160 NRIM  BK
    GOIO90
1170 IFA NTHEN0=7ELSEIIN 7INEXP-NELSEIFN=1I0 HNP-25:
    N 17I/2A
    DOSUP2N=DBCIDEIIN=2SIHENP-2N
    OI1TF=B5:
    90SOUZENA0
1180 IIN 35ANDA I HENEAIS=N5+1:
    II05=SIHENPNINI I HAVE DIID OI ININSI "
    GOIO100
1190 IIN=IIINEWLIN=UN+1
    IFUN=SIHENPEINI I VE DROWNEN    I N NOI N VEP+
    GOIO SWIMME
    R I
    GOTO400
1200 IFR=1SWENDI+B2+P
    II3I=2THENPPIN I I DUINI FROM DI22INESS AND N
    AUGH NARRR I ALLS AND CRASHES NI
    AOI 6400
1210 IIN 40INENSR+SH+I:
    II5H=NIKEDE I3I+R
    M P +NIR +I
1220 PIIURN
1230 PP=19
    DIMRNINR( NINRI I NE N  NNINRI
    PNII =" I N IN THE NAIN ROOG OI NY
    HUMBII DNIIING
1240 DAIAI  2 P B 0 0
1250 PNI7I=" I N IN A STORAGE ROOM "
    MII ="IND *IPHASURES* AND SEORE IHEN HERE
1260 NAIAB I 0 0 0 0
1270 NI 2 =" AM IN NN SLIIHPG QUARIPS
1280 NAIAI 0 0 0..0
1290 RNII=*THIS IS THE CLOSE! "
1300 DAIAB 0 0 I 0 0
1310 R6I5=*I N OUISIDE MY DWELLING IN THE
    MARTIAN CITY DE BARS OOG I CAN SEE VERN TAII
    SUILDINGS IN THE  DISTANCE  B NIOH WALI SHADOWOWS
    THE I II "
    NNI5=  INEPI IS B ROM OUI
1320 DAIAB II N 0 0 0
1330 #SIN(=" N  N A I ONG TUNNEI ON A MOVINGPAIHWAN
    I RAVILING TOWARD INE  EASI
1340 DAIAB 0 0 0 5 0 0
1350 DAIAB 0 0 0 0 0 0
1360 RNII1=#SIN(
    RIIOI="ENDS LOOKS IIKI II NIGHI BE AN  ARCHIVI
    INERI IS A IAGUE     COMPOSIP IN THE CENTEN OF
    INE   ROON "
    NNII="USE LITERAL IAMII
1370 DAIAL I 0 0 0 0
1380 DAIAB 10 0 0 0 0
1390 RI19I=RI AI:
    RIIOI="I N IN N VUSI PAHC IN INE HEARI DE BARSWON "
1400 DAIAB 0 0 I..I 0 0
1410 RIIOI = I N IN A IGN OIN NOOG INAI DEIDETO BE N
    BURIAL CHAMPEN OF SWRE  OF INE IESSER NOBEIS
    DF BARSOOM "
1420 NAIAB 0 0 0 10 0 0
1430 DAIAB 0 10,I5 0 0
1440 NI 0I =PRI(0I
    AI I5"=" AM IN THE I IEN DE BARSOOM
    PROPEN  II IS A IANGE BND DOSN  METROPOLIS
1450 DAIAB 0 I2 IN 0 0
1460 PNIIN = I AM IN A RIDE AND BEAUTIFULL
    PAVED PAIHWAI
1470 DAIAS 0 I 5 0 0
1480 #NII5I="I AM IN IHE HALL OF MIRRORS
    POIRING NINPORS SURROUND RI  I FIEL VERN DIZIY "
    NI1I5I="I ROQUR I SIA< NERI IDI IONS
1490 RAINI3 0 0 0 IN 0
1500 RNIIN(="I R CLIMBING A IONG ADN
    INIINIII  NIRBING SIAIRWAN "
1510 RATAB 6 0 0 I7 I5
1520 RNII7 <"I R AI IHE TOWER S SUMMIT
    I FEEI WARM AIR CAMING IPON INE BUTTON OI THE WALL "
1530 DAIAB 0 0 0 0 I6
1540 RI II =" AM CRAWLING IHROUGH R VERN RAPPOW VENT "
1550 DAINI/ 19 0 0 0 0
1560 RNIN(="I N 30"SAME RI IHE IOWEP  THERE IS A
    RICE-LOBE SIAIPWAY LEADING DOWN "
1570 DAIAI0 0 0 0 20
1580 RN 20 =" I HAVE CLIMBED DOWN ABOUI AS FARAS I CAN
    THERE IS SIILL A LONG WAY IO IRE BOTTOM "
1590 RATAB 0 0 0 0 IN 0
1600 RS<2I =" R OW O IIMLI III SIDEWAY "
    RATAB 0 0 0 I1 22
1610 R9122I="I RN IN WHAI APPEARS IO BE A   CONTROL
    ROOG DE DOOF SIDI "
    DATAB 0 23 0 2I 0
1620 PN  3 =" R OR A IRAMSPARENPI ZIACHOTION  PLATFORN "
1630 DAIAS 0 0 2I 0 0
1640 RSIIAI="I R IN MY VIINOM IAPSULE "
1650 DAIAB 0 0 I3 0 0
1660 #S1251=RSIINI
1670 NNIIS1="WAIIAW SOMEIHES PANS BEI "
    DAIAB IN 0 0 0 0
1680 NNII=" I N ON A IRANSLUCENI NAFNIUM   PLATIONG "
1690 DAIAB II 0 0 0 0
1700 DIII026 20 0 0.36 0
1710 #S1271=RSI2I I
    R$120= IARDED INIO IHE WALIS ARE IHE   WORDS
    IOVEPNS OF SYL          DE BEI INTER
1720 DAIAII 0 29 0 0 0
1730 NNII9I="I AN IN A VERY DIMLI III AND   DNINOUS
    IAVERN ":
    DAIA29 30 29 2N 0 0
1740 RNI58 =RI II
    RNI5I=RSI29I
1750 DNIA29 2N..3I 3I 0 0
1760 DAIA2N 32 3I 33 0 0
1770 DAIA3I 3I 30 3I 0 0
1780 RNI3II=RSI29I:
    RI133I=RIIIII:
    RSI34I=RSI29I
1790 DAIA32 33 33 3I 0 0
1800 DAIA33 3N..3N 3N 0 0
1810 DAIN35 35 I0 35 0 0
1820 NNI35I=RSI29I:
    NNI3AI "I N IN A HUGE AND IRACKLESS    DESENI
    NASTELAND "
1830 DAIAII 36 37 3A 0 2I
1840 RI3I =NI DNI
    AN13BI=RSI3AI
1850 DAIA40 37 3B 3N 0 0
1860 DAIA3N 3B 3B 37 0 0
1870 DAIA44 3B 3N I0 0 0
1880 RN 3N =RSI3AI:
    PN NA=PN 3A
    RI III=RSI..A
1890 DAIAI 3 3I 2I II 0 0
1900 DAIAN  4 40 NI 0 0
1910 DAINII 4I NS N2 0 0
1920 RSI2I=RII3AI
    RII N2 =RS 3AI
1930 DAIA45 I0 NI II 0 0
1940 RIINI ="SPEAKN  I IILL IHROUGH A HIDDEN WELL INI
    BN UNDERGROUND RIVER
1950 DAII46 N5 II 0 0 0
1960 DII45I="I N IN BN UNDERGROUND RIVER  INECUPPENI
    IS SIRONG A S I IRY IO   SNIN UPSINI AN
1970 DIII46 0 0 0 0 0
1980 A$1IA ="I N IN AN UNDERGROUND NIVER AND A VENN
    SIPONG IUPAI NI IS CARRYING ME NOBOGNIAN "
1990 DAIANAN5 0 0 0 0
2000 RNINI ="I N NINEATH INE SJPIAII AND INE
    SIPON  FURNIN  II S VINN  PEACEFUL DONG HERE
    NI N7I  NOW II FIDUNI II OUI
2010 DAIA0 0 0 0 I5 0
2020 RNIIHI ="I N IN A IAVERN BN INI SOOGI DE INE NIVER
    IHE WAIIR RIIPS     WASHING UP JUNK
2030 DAIAI 0 I5 NN 0 0
2040 N5 19:="A IONG AND NARROW PASSADEWAY  INDS HERE "
    NF=II
    DINEWINI
    INII ="DA"
    INII1="AK"
2050 DATAB 0 A0 0 0 0
2060 FNI3I "INV":
    FNIII="I00"
    FB 5I="SII :
    FBIN ="ORO"
    FBI7I="NEI":
    I I I0= QUI
    FBI9I="FNI"
    FNIIBI="EIA"
    FBIII= AEA"
    FNI2I="WAI"
    IN I3I="OPE"
    IN INI  ONL"
    FII5I="IUN"
    FBIIN="CLO"
    FBI17I="NIV
    FBI10I="DEI"
2070 INII9I="SAY"
    FBI20 = SAV":
    FI 2II="IDA"
    FBII2 = DIV":
    FBI23I= SRA"
    FBIIAI="DIR"
    ND=IN
    NIHAWIAMI DIDN  NNINO  I IAOI DIDI
    ON=  "CLOSE":
    RBIII="CLO
    DI 2I="DOOR"
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Datapen

A QUALITY LIGHTPEN
for the DRAGON 32 microcomputer

Datapen

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inclusive of VAT P&P Two different drawing programs provided free with each lightpen "SKETCH" and "SHAPE-CREATE" SKETCH is a superb high resolution colour drawing program allowing both precise drawing and freehand sketching painting etc SHAPE-CREATE is a high resolution library shape drawing program

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TREASURES OF BARSOOM

2000 DATA2 D 1
2010 A$12(+"DOOR"
     DATA( "DWELLING"
     A$13(   ONE"
2100 DATA1 D 1
2110 DATA1 D 2
2120 DATA2 D 3
2130 DATA3 D 4
2140 DATA4 D 5
2150 DATA( "BONES ;
     A$10(+"BOX"
2160 DATA 1 D 2
2170 DATA1D D 3
2180 DATA( "SCRUBBRUSH";
     A$(7(   "SCR";
     DATA2 D 3
2190 DATA( CITY OUTSIDE";
     DATA(+"CITY
     DATA 1 D 2
2200 DATA( "DOOR
     A$(9(+"DOOR ;
     DATA(+"KEYS"
2210 DATA 1 D D
2220 DATA( "KEY ;
     DATA 1 D 4
2230 DATA(+" COMPUTER IEQUIVAL";
     A$(((+" COM
2240 DATA( D 2
2250 DATA2 D 1
2260 DATA(+"BEAR"
     A$(2(   BEN"
2270 DATA( "HOLE"
     A$(3(+"HOL";
     DATA 1 D 2
2280 DATA( "SWARIOR TOWER";
     DATA(+"TOW
     DATA3 D 1
2290 DATA(+"VENT"
     DATA( "VEN ;
     DATA7 D 2
2300 DATA(((+"A SIGN SAYING  SWITWANS";
     A$(1(+"SIG";
     DATA(+"CYANIDE CAPSULE
2310 DATA2 D D
2320 A$(7(+"CAP";
     DATA(+"ANDY"
2330 DATA2 D 1
2340 A$(1D +"BUD"
     DATA35 DD D
2350 DATA(9+"OLD CHEST";
     A$(9(+"CHE
     DATA2 D D
2360 DATA2B+"HAMMER"
     A$(2B(+"HAM"
     DATA2B D D
2370 DA 24(+"GOLD COINS"
     A$(2(+"COI
2380 DATA 1 (50 0
2390 DATA5 D 2

2400 DATA2+"SWORD"
     A$(2(+ SWO"
2410 DATA3+ "DIAMOND"
     A$(3(+ DIA";
     DATA 1 D0 D
2420 DATA4+"SPADE";
     A$(4(+"SPA ;
     DATA2 D D
2430 DATA5+"LIGHT SOURCE"
     A$(5(+"LIG ;
     DATA 1 D 2
2440 DATA6+"SMALL CRATER";
     A$(6(+"CRA ;
     DATA ( D 2
2450 DATA(+ NORTH"
     DATA( "SOUTH"
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     DATA  "WEST"
     DATA+"UP"
     DATA  DOWN
     FOR(+(+"WOR ;
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For those of us not so keen on entering 200 lines of basic – a cassette with the program is available direct from Micromail:

£1·00

(+ 50p P & P per order)

GAGS

Q What do you get if you cross a chicken with a cement mixer?
A A brick layer

Q What do you call a Scottish cloakroom attendant?
A Angus Macnatup

Q What do you call a lady on a wall?
A Ivy

Q What do you call a man with a car on his head?
A Jack

Q What do you get if you cross a melon with a sheep dog?
A A melon chaby baby

Q What do you call a man with no arms or legs who floats in the sea?
A Bob

WANTED

EDUCATIONAL SOFTWARE

For Dragon 32/64

Tandy Colour Computers

We require urgently high quality educational software for the above computers preferably software interactive with Electronic Book

We are interested in obtaining worldwide rights for the above and are willing to pay royalties on a percentage basis

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EDITOR ASSEMBLER

This editor assembler is the same high quality editor assembler used by Microdeal's own programmers.

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C Comprehensive Instruction Manual

O utput assembled machine code to memory printer or binary tape file

R esident monitor programme for de-bugging

E xtensive editing commands

S upports multiple origins & RMB

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This unique reset switch box allows you to reset your machine without unplugging the power lead Saves wear on the plug and socket and eliminates the broken cable problem often associated with constant usage The box comes with a power light to let you know the power is on

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PHONE CREDIT CARD ORDERS ***0726 73456***

HOW TO CRACK THE
DONGLE
OR THE HACKERS JOKE BOOK
WAYS OF CRACKING DONGLES
1. DROP FROM A HIGH PLACE
LE HOWL!
BLEENKIN' CUTHBERT
BE CAREFUL WHERE YOU DROP IT FROM
2. THE GENTLE TOUCH
ASK A SKINHEAD KINDLY
KRUNCH!!!
3. OR...
BORROW A FRIEND FROM TEA TIME
4...OR
GIVE YOUR DONGAL TO YOUR FRIENDLY NEIGHBOURHOOD GREMLIN!
OF COURSE THE EASYIST WAY TO ENJOY THE BRILLIANT BUZZARD GREAT - IS TO GO OUT AND BUY ONE
BUZZARD BAIT
Kindly entered by Cuthbertee!

Game of the Month

CHAMBERS

Chambers is an **Arcade adventure game** but veers more towards the Arcade category. The object is for you to control a man moving around a maze of rooms connected via passages **using the right joystick.** In each room are a number of creatures who must be destroyed at all costs as the slightest contact is fatal. Once you have destroyed all the creatures you can leave the room via any of the doors after you have obtained the key. If you do not choose to leave the room straightaway there will be four human-seeking energy balls that can only be destroyed by positioning yourself so that they will run into the base in the centre of the screen. In each room there are also radiation balls which the base will throw at you. There are between **20 and 35 rooms on each level** and a full map of all the rooms is shown in the top righthand corner. Rooms you have already visited are displayed as a hollow square, rooms to visit are displayed as full squares and the present room you are in is flashing. In the centre of the maze is the reactor room, which you can enter after destroying all the creatures in each room.

NOTE The **enery balls will not** blow up by running into the base in this room.

The graphics are brilliant with the choice of changing the colour set to any of the remaining three sets without having to reload the game. The sound is also well above average. **A nice touch I think is the ability to choose from a large variety of mazes.** The game also has a Hi-Score and pause facility.

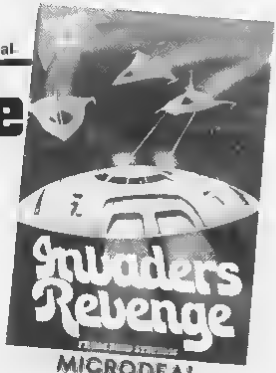
I think overall this is one of the best from TOM MIX and Microdeal.

Superb: 98%

Reviewed by Tim Eckes (May 1985)

£8·00

Invaders Revenge



(J/keyboard) M/Code

As the last Space-Invader left, you must bomb the Earth laser-base and all the interplanetary space vehicles that float below you. Your invader ship can be controlled by either the right **joystick or the keyboard.** I have found the keyboard control a lot easier but all the bombing **does wear the space-bar out** a bit. The object of the game is to bomb the ships to score points.

Sometimes a space ship will appear on your space-lane. These have to be dodged as they move fast and can destroy you. You can choose how many shots can be fired without a break (from 1—5) and the skill level (again from 1—5).

Conclusions

I found this pleasantly different from the other invader games I have played and the **'plot' is fairly original.**

Assessment: 70%

TIMOTHY RICHARD

£1·00

STOP PRESS

ANTHONEY FENN
48 EASTLANDS PARK BISHOPSTON, SWANSEA
IS OFFICIALLY WELCOMED TO
THE CUTHBERT CLUB
(at his seventh attempt??)
Welcome Aboard Anthoney
Ed.

SPACE SHUTTLE

(right joystick required) M/Code

Space shuttle as its title suggests is a program simulating the controls of the space shuttle The mission plan is to LAUNCH the shuttle PARK it next to a malfunctioning satellite use a robot ARM to get it in the cargo bays perform a successful re-ENTRY and FINALLY land it in the White Sands Desert

Launch
In this phase you must use the right joystick to achieve orbit A small area (shown as a box) for you to stop by the satellite

Fetch
Here you must position yourself using retro boosters next to the satellite It is fairly easy so long as you watch your instruments

Arm
You must now manipulate a robot arm to try and grasp the satellite and deposit it in your cargo bay This is the easiest phase, but you cannot ABORT as you can in the other 4 phases

Entry
In this phase you must using the right joystick put the shuttle in an area indicated by a small box ready for your FINAL approach You can have a weather report at the start of this phase if needed

Final
This is the hardest phase You must land in the White Sands Desert Watch your altitude and velocity readings A crash shows pieces of metal on the runway but a landing is rewarded with a few notes from "Stars and Stripes Forever

Conclusions
I found this quite difficult and managed to do the ARM phase and FETCH phase most of the time but I landed only once I think the manual could have been a little more helpful in explaining a few of the phases

Assessment: 65%
TIMOTHY RICHARD

£8·00

DRAGON 32 ARM STAGE

DRAGON 32 FINAL STAGE

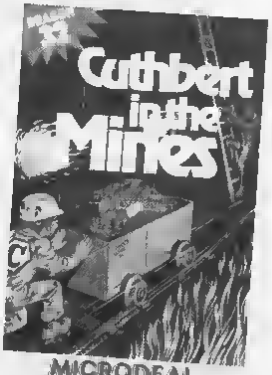
BBC FINAL STAGE

Cuthbert in the Mines

Cuthbert in the Mines is probably one of the best Cuthbert games the object being for you to save Cuthbert and his friend who have been captured by the Moronians and put to work in a mine Your lives and Cuthberts lost and saved are displayed on the left and on the right is the Hi Score with your score in the centre The only means of escape is a small hole in the ground You must guide Cuthbert to safety using joystick or keyboard by running along the rails and jumping from one level to another If **Cuthbert is hit by a truck** while standing on a rail he will be knocked down to the next rail It Cuthbert falls off the final rail he will be **cremated in the fire below** The object is to **save eight men,** at which point you move up a level An additional hazard is **the demon who climbs up the side of the screen** and sends **deadly accurate fireballs** at you which cause instance death

Without losing more than three men there are five skill levels from easy to impossible and a Hall of Fame The graphics are MOD 3 and are very crisp and clear and the sound likewise is very good

I would highly recommend this game to anyone as it incorporates good sound and graphics and an original idea



Well above average: 90%
Review by Tim Eckes (May 1985)

£8·00

MICROMAIL

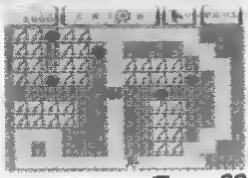
SMASH HIT FROM MICRODEAL

Mr. DIG

Everybody's favourite MR DIG must dig for the hidden food supplies in the MEANIES territory below the ground. As he digs he can eat cherries or crush the MEANIES with apples. Special treats earn MR DIG extra points and a magic power ORB can kill the MEANIES.

Full colour Hi Res graphics

DRAGON 32 ATARI 32K & COMMODORE 64 TANDY COLOUR 32K



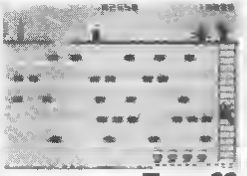
Tandy Colour version available from MICROMAIL

Tape £8

BEST SELLER FROM MICRODEAL

Cuthbert in the MINES

The moron ans finally captured our hapless hero Cuthbert and put him to work in the mine (together with several of his friends) which is guarded by a fierce demon. The only method of escape is a small hole in the ground. You must guide Cuthbert to safety by running along and jumping the rails avoiding the trucks. If the truck hits him he will end up being fried in the fires below. Joysticks or Keyboard



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A VERY REALISTIC FLIGHT SIMULATION ! Worlds Of Flight (W O F) is a view orientated flight simulation for the Dragon 32 and Tandy colour 32K computers written entirely in machine language. View orientated means that the pilot may determine his or her position by actually viewing the surrounding landmarks and features as opposed to flying on instruments only. The craft is a light weight low winged single engined aeroplane with a nose wheel which is both steerable and retractable. Most instrument manoeuvres and procedures may be practised as well as aerobatics which include aileron rolls spins stalls and sustained inverted flight.

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2 Potentiometer joysticks required
Tandy colour versions only available at Tandy Stores

100% machine code with full colour high resolution graphics

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Completely Menu controlled
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1 MONITOR A utility for writing and de-bugging machine language programs
2 RAM TEST This is a utility to test every BIT of every Byte of RAM in your system
3 SCREEN DUMP This utility is used to copy the screen text to printer without having to change Print Statements
4 TAPE DIRECTORY Place a directory in front of your tapes for a quick reference
5 TAPE ANALYSIS This utility will enable you to analyse almost any type of DRAGON generated program or data

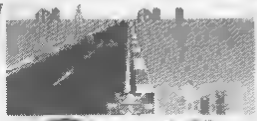
Tape £8.00
Inc P & P

NEW FROM MICRODEAL

DRAGON 32/64 & TANDY COLOUR 32K

SPEEDRACER

Atari & Commodore 64 owners eat your hearts this has got to be the best Grand Prix game ever Fast action super smooth scrolling crisp graphics and loads of extras such as 4 circuits to choose from, a life change if they burn their tyres out too quickly plus a set number of cars to pass in order to qualify Its fast and very very good
1 Joystick required *TANDY COLOUR VERSIONS ONLY AVAILABLE FROM TANDY STORES*



Post & Packing 50p **Tape £8.00**

NEW FROM MICRODEAL

DRAGON 32/64 & TANDY COLOUR 16 K

Cuthbert in the Cooler

Cuthbert s been zapped back in time to World War II and whats worse into a prisoner of war camp So our elusive hero has to escape Firstly - he must try and grab the keys from the drunken guards and make a dash for the main doors - then he must find some papers and leg it through the mine field then the ferry and much much more 100% machine code Hi Res Graphics 1 Joystick required
TANDY COLOUR VERSIONS ONLY AVAILABLE FROM TANDY STORES

Post & Packing 50p **Excellent value £8.00**

NEW FROM MICRODEAL

DRAGON 32/64 & TANDY COLOUR 16 K

ATHLETYX

Here s the one everybody with a Dragon or Tandy has been waiting for A track and field game for 1 or 2 athletes with great graphics and 6 arm wrenching incredibly tiring events
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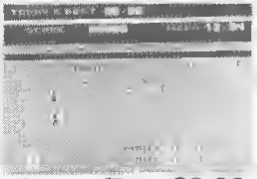

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THE C16 BIT

Introduction
This is the spot dedicated to the new generation of Cuthberteers the Commodore 16 owners Firstly we would like to thank you all very much for your letters both of praise and criticism and would like to welcome you to the Cuthbert Club in fact we were so overwhelmed by the response that we have also decided to launch a few more Commodore 16 games For the adventurers amongst you there are Jerusalem Adventure No 2 Ultimate Adventure No 4 and Castle Dracula Adventure all of which have proven great successes on other machines we also have a game for the Arcade fans this is a Cuthbert game Cuthbert in the Cooler which has also proven very successful amongst Dragon owners The launch date for these was early July

As we have pointed out many times in the past to the Dragon Cuthberteers the Cuthbert Chronicle is for you — to use — to look to for reviews and most of all to contribute to It is a magazine for you so use it and enjoy it

XARGON WARS

Commodore Review Spot
The first one on my list is Xargon Wars this game is by Gremlin Graphics who have a very good reputation on the Commodore 64 market and this one was written by the 16 group of Micro Projects whoever they happen to be??

Opening selection screen — very nice indeed excellently laid out — with a Xargon heros top 6 a menu plus a very neat scrawling credit scene

Into The Game — It s boring very slow hard to control and a touch of the space invaders is about it

The first screen very much resembles the good old space invaders except these invaders only **stagger** across the screen from left to right As per invaders you control the laser base at the bottom of the screen and merrily zap away at the poor old Xargons until they have all been wiped out The other screens are very similar and equally slow and boring Bearing in mind that I ve never seen a Commodore 16 game perhaps I'm expecting a little too much I still must rate this very slow and very poor and I certainly wouldn t pay £6 95 for it Sorry Gremlins overall 30%

WANTED

We very much need a Good Responsible Person to do the Reviews for the Commodore 16 Section of the Cuthbert Chronicle

All Cuthberteers who would like to be considered
Just Write to
THE EDITOR
Cuthbert Chronicle
Microdeal Ltd
41 Truro Road
St Austell PL25 5JE

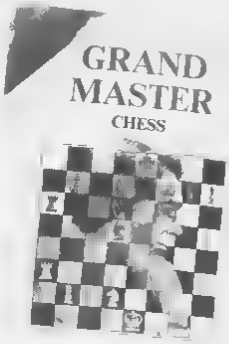
OLYMPIAD

Olympiad — This one is by Tynesoft who also have a couple of hits on the Commodore one of them the most famous one being Super Gran Nice Artwork on this one **Side 1**· You will find all the Track Events and on **Side 2:** All the Field Events The keys for motion are the Z & X keys so there is no wearing out of joysticks This one is also written in basic the games graphics are average I picked my first event the 100 metres point number 1 the athletes run from right to left and not as per the original as they ran from left to right

Number 2 The actual athletes graphics are quite good — surroundings were dreadful motion is also rather poor, to be quite honest I have seen a better presentation on an old T R S 80 Model 1 those in the know should get my drift It is very poor rather boring and certainly has none of the razzamataz that the original had Overall very disappointing barely 25%

£6·95

GRAND MASTER Chess



Next on my list is Audiogenics "Grand Master Chess"

I personally love Chess I used to belong to a chess club and I am forever challenging friends and visitors to a game but so far have not found a particularly good computer version Perhaps, Grand Master Audiogenics Chess will be the answer Loads very quickly must be a fast loader Opening graphics nice

To the Game.

You are given a choice of 20 or more different screens/background colour set ups and having set mine on darkblue and light blue I started playing Movement is via the co-ordinate to co-ordinate type and firstly one must identify the piece to be moved and then to where you wish to move it Very straightforward Very easy to use It is also fast and clean

The Computer is a real Master and unlike other versions takes very little time to think its moves through a lot less than I did It beat me 3 times out of 3 and did not appear to make a single error I maybe wrong but in my opinion this is an excellent Chess program and certainly the best I have ever come across The packaging and instructions are all A1 I am not one for losing but the Grand Master beat me fair and square overall a 100% excellent

£8·95

CUTHBERT IN SPACE

Here is a good one "Cuthbert in Space" by Microdeal Auto-run on this one [illegible] Cor!! Sophisticated

You have the option of joystick or keyboard and there is a fast loader Right! Cuthbert in Space What's it about? The federal chief has decided that Cuthbert is to go on a mission of plunder against the moronians solar system Cuthbert lands his space craft at each planet but then has to re-fuel by stealing pods from the Moronian fuel dumps whilst avoiding the solar meteriod barrage After filling up he goes and plunders as much loot as possible before takeoff All could go well but when he gets a malfunction he must send a pilotless shuttle to obtain the spares and takeoff before the Moronians bomb detonates Exciting stuff Just from the general description of the game you get a feeling that this one is going to be a touch of the jet packs and yes you would be right! The game itself is very colourful very smooth and fast there is loads of action and the sound is also very good indeed as good as the original Commodore 64 version I know everyone will be saying that I am biased but this is certainly a breath of fresh air from the reviewing point of view and I must give it at least 80% I strongly recommend this game

£4·95

Dear Sir/Madam

Although Williamsburg Adventure C-16 is a good text adventure The outside packaging of the product does not give the impression of a text adventure but that of a graphic or graphic/text adventure So why not label the product with a description stating Type What it is about How long it takes to do it As Melbourne House have done

"Nice Point Cuthbert **Master Gorhem"**

CUTHBERT Enters the Tombs of Doom

Finally but not least — we have from Microdeal

Cuthbert Enters the Tomb of Doom
The packaging is the first point to note on this it has the large Video style box rather nice Artwork (Quite Outstanding) Upon opening it we find the cassette a nice keyring which has the cryptic message inscribed on it Ye Olde Manuscript with lots of Olde Worlde writing in it and a postcard Upon completion of the postcard sending it back entitles you to a personally autographed poster This postcard also enters you into a competition in which the prize is a trip to glorious Cornwall to have tea with Cuthbert and the gang

Back to the Manual
Initially we had the loading instructions very straight forward as per all other games and then we are entered into the Scenario of the game The basic story is that a long time ago a chap named Jesmon Hys (could this be anagram) was wondering though some ancient Tombs of Ledromica some 6 000 years ago when he found not only Treasure in abundance but also the hint of somethin far greater at the end of a long long trek He never managed to complete that trek but you, playing the role of Cuthbert take up where he left off

Your mission to reach the high Temple of Rah! and your prize for doing this will be a gift far greater than any Treasure (sounds a little ominous!!) There are various creatures in the Tombs from Ghostly Ghouls to beastly bats sadistic saxaphones sworded spheres and the worst of all the steke vab fiend There are various other things within the Tombs such as portholes which can zap you off to different parts treasures such as lanterns the rings golden apples special lamps which give you strength and immunity to death keys and locks cryptic messages clues tombstones its all here!

Cuthbert himself moves very quickly and very smoothly as do the various nasties previously described

You must zap these with your incredible ray which can only shoot horizontally As you progress through the Tombs so your oxygen level will decrease and it you are not careful you will suttocate the only way which you can retresh your oxygen supply is by collecting a key and opening the lock to the next chamber This requires quite a lot of strategy as sometimes there are more locks than there are keys and they have to be opened in a precise order The game itself is very straight forward very good fun and very very addictive It is certeinly on par with the Commodore 64 version although the sound is far far limited due to the extra memory needed for the graphics Games play again is very smooth and very fast I am told there are various prizes to be won apart from the poster and the invitation to Cornwall for tea

The game is certainly the best I have looked at today of its type and as such must be awarded 100% Strongly recommended

£6·95

Assessment 100%

Congratulations! Microdeal
I got a C16 for Christmas and also got quite a bit of Software including "Cuthbert in Space" and "Cuthbert Enters the Tombs of Doom I played them and Brill! I found they were the best games I've ever seen for the C16 Keep up the good graphics, good sound effects, but most of all the good goes for the C16 I'm sticking to Microdeal and Cuthbert and I'm looking forward to putting my pocket money towards more quality Software from Microdeal

Mark Schulz
Jarrow
Tyne & Wear

"CREEP??? No just another satisfied customer" Cuthbert.

To Microdeal
I own a Commodore Sixteen and I have 2 Microdeal programs I have Williamsburg and Cuthbert enter the Tombs of Doom I find both of the games are first class my best score for the Tombs of Doom is 111120 so far In the future I hope to get more Microdeal games [illegible]?
Marks out of ten for both games

Cuthbert Enters the Tombs of Doom
Graphics 9 The Game 9½

Williamsburg
The Game 8½

Thankyou

R Gorham
Maidstone
Kent

Next MONTH

we will be looking at all the latest releases along with a couple of articles of some technical information for the Commodore 16

Any readers who would like to submit there own articles or letters raising points they would feel would be of interest to other commodore 16 owners please do so and we will gladly publish them

Thanking you for your support

Yours the Editor

INCENTIVE— an In-depth Profile

Prior to August 1983. 54 London Street Reading was a shop front to the 'collectors post cerd business owned and run by e Mr Ian Andrews Early in 1982 Ian and his brother Chris then only 20 years old acquired a Dragon 32 computer and set to writing their first progrem for Quicksilva called "Mined out Written in basic with a few machine code sub routines it proved to be very successful and the game acutually topped the charts for the Christmas of 1982 (around about the time that Microdeaf got serious!)

Ian at 24 and already a shrewd businessman saw a great opportunity for himself and his brother and duly formed Incentive Software Busily writing a brand new game for the Spectrum their attention was drawn away from the Dragon

"Splat! thair first release for the Spectrum was a smash hit and later was released for the Commodore 64, rapidly followed by several other smash hits

Chris now writing full time turned his attention back to the Dragon and began working on a totally concept of game an adventure crossed with all the action of an arcade game it would have to have many screens at least 5 levels and revolutionary graphics

Thus evolved "Black Track" one of the best releases for the Dragon in 1984 it topped the charts for several months and is considered a classic in its own right Often compared with the likes of the Atic Atack on the Spectrum Ian assures us that Back Track came first and is totally original

So far 140 would be Back Trackers have owned up to the completion of this epic challenge and entered the competition for the Cumana Disc Drive of the 140, five entries with the best slogans were picked out and forwarded for a playoff which took part in Reading the talented five were

1) Barry Ward 15 Bridges
15 Bridges Street
Wokingham
Berkshire RG11 2XL

2) Robert Gooding
148 High Street
Irving KA1T 8AH

3) Brain Ross
48 Coombe Road
Haroldwood
Romford
Essex RM3 0TX

4) Mark Kinston
9 Liefield Road West
Charlton Kings
Cheltenham GL53 AE2

5) David Peter Frost
56 Nibbshore Lane
Gomershal
Checkendon BD19 4VD

Hopefully all of these were Cuthberteers!!!!

Another programmer under Ian's wing is John Martin who is responsible for the Ket Trilogy – Ian's words not mine!

Written entirely in machine code these text adventures have already proved great success with the Spectrum (spit dinggh) owners

The next one for the Dragon will be 'Contuzion written by John Martin again and due to be released in September 'Confuzion is a totally original very colourable mind game It has 64 levels and involves an electrical circuit some sparks and a number of bombs the object is to get the sparks to the bombs and blow them out It is incredibly challenging and strongly recommended (a review will be coming shortly)

Ian says 'that Incentive intends to release one hit in every 5 to 6 months for the

Dragon and certainly have no intention of dropping the Dragon or its fans'

Why name a Company Incentive? Why not?? Actually it is because most of the games so far released have had a price offered as an incentive to buy and an incentive to play!!! Neat Eh?

One other important character is Darrol he is in charge of all the administration and also handles customer liason Darrol is the one who would normally answer all of your queries, he also bears a very strange resemblance to Ian although I am assured he is not related Finally there is Dave Dave in charge of Despatch and Distribution All in all Incentive Software struck me as being one very strong and friendly customer orientated company and we certainly look forward to their forthcoming release sand future support on the Dragon market

Written by cuthberts brother Sidney

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Mark A. Blease

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'Hunchbacker' NOT amused !

Dear Cuthbert

In the Cuthbert Chronicle number three there was a write up of Hunchback by Ocean Software I agree with what was said and I would like to tell you some more things about the game At Christmas for a present I had a game Hunchback In February I got on the 14th screen and I beat it then the game started back on screen 1 where is screen 15? On the box it says 15 screens of fun

I sent a letter to Ocean in April I was still waiting for a reply so I went to Boots where the game was bought At Boots was a visitor a websters rep and he got Boots to phone Ocean Software Boots spoke to a programmer who said the Dragon 32 did not have enough for the 15th screen so Ocean cut it out and the score board which was on the game anyway became the 15th screen On the box it says 15 screens of fun I do not call a score board fun but the main point is on the box it says rescue Esmerelda from her castle stronghold you don't see her so how can you rescue her this is breaking the trades Description Act Please could you print this letter in the Cuthbert Chronicle so any Cuthberts members know that you do not resuce Esmerelda, the game is just an obstacle course it there thinking of buying the game

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6809 HINTS AND TIPS

Dear Sir
I have noticed something peculiar about the Dragon its Random number generator is not random!! (HOLY REPTILLIAN SMOKE I VE BEEN FOUND OUT e dragon)
When I type in the following
10 FOR A=1T010
20 B=RND(10)
30 PRINTB
40 NEXTA
I run it and I get the following numbers
5 4 2 7 5 4 6 3 2 9
then I run it again and I get
9 2 6 7 10 10 7 2 7
then I turn off the machine and on again and then re-type in the program upon RUNning it you should find exactly the same results as before
yours
Mark Lister
Keighly, W Yorks

Dear Microdeal
I am writing in hope of joining your Cuthbert Club which I think is a brilliant idea and should prove very useful
I have also included some tips for basic programming which may be of interest While using the GET and PUT commands for producing moving graphics I found it was a bit confusing and sometimes the graphics turned out weird I think it was due to the DIM arrays not being the right size My solution for easy moving detailed graphics is to first DRAW the shape one wants and put it in a STRING VARIABLE say D$ Then assign a couple of variable and draw your shape at the desired place The program for this is as follows

```
10 PMODE4 1 SCREEN1 1 PCLS
20 D$=" D6F4H4G4E4U3R3L6R3U3
                    R1D1L2U1R1
30 A=128 B=96
40 DRAW BM"+STR$(A)+"  "+STR$
                    (B)+D$
50 GOTO 50
```

To make the man move change the values for A and B Change line 30 to read
30 FOR A 10 to 250 STEP 4 B 96
and line 50 to read
50 PCLS NEXT A

To make the man move up and down just alter the value for B

To get an INKEY $ repeat include this in your programs
FOR I = 337 TO 345 POKE I 255 NEXT I I$ = INKEY$

Yours sincerley,

Jeremy Horford
South Devon

The Dongle Challenge

I firstly noted that the **Dongle went in the lefthand joystick port** and in the instructions it said that all **joysticks must be removed** (could this be a hint) I guessed that the dongle must give off a signal!!
So I typed in the following basic program

```
10 CLS
20 A=" JOYSTK(0). B  JOYSTK(1)
30 print A,B
40 GOTO 20
```

This printed out the signals both horizontal and vertical sent out by the dongle N B Joystick is in the right port
Pressing SHIFT a I noted that the dongle gave out totally random signals
Problem To simulate the signal I used a floating joystick moving from bottom left to top right and back again very quickly
Using this method the program loaded in just a few minutes **(You mean this worked ??? HA HA HA!!)**

Robert Cassman
Dorset

Nice Try!!!
Roy Coates entry still stands frm though!!!

R Henson,
from Keighly, W Yorks.
Very useful tip this Manic Miner owners maybe interested to hear of a way to start your game on any sheet of your choice To do this you must hit the pause and then type "penguin" you must then press the break key and then a letter from A to V (a letter representing a screen of your choice)
Master Henson would also like to congratulate Roy Coates on adding an extra 2 sheets as this makes bragging spectrum owners sick there all sick anyway

---

Mr. B. Jefferson,
of Piercebridge, County Durham.
Wishes to praise the Post Office Apparently an order we sent to him took less than 20 hours to reach him from Cornwall that's over 550 miles The Post office are getting there

---

Master E Neave,
Severn Beech, Bristol
Are Dragon/Tandy owners aware that the ? can be used instead of typing PRINT EVERYTIME (particularly on the SKID ROW listing where there were loads Also when you list the program it comes out as PRINT Saves a lot of time!!!

Mr **Alan Price,**
Whithwick, Leicester
Telewriter seems to be an excellent product overall but there was just one small point I found that although the program would read in any files o.k, it just would **not** save any files at all one printing had been carried out I tried all sorts of settings on my tape recorder which never failed to load before but to no avail
Then I tried a recommendation of yours to remove the remote plug from the tape recorder and actually have the tape running when the file is saved I tried it and hey presto it works *and I haven't had a problem since*

Master Brien Lord,
Penhow, Newport
The master of the Touchstone with a superb score of 997 360 pts level 27 *Jolly well done*

POKES TO NOTE

Donkey King (not the King)

Type in Skipf CLOADM
When you get OK signal type in POKE 12914 255 for 255 lives then EXEC as usual select the 3 game mode

For the King the same as donkey King plus EXEC 11257
Caterpillar Attack

CLOADM type in Poke 10739, 255 and EXEC for 255 lives

To slow down the listing speed type in POKE 359 19

This makes everything outputted to the screen has a short delay good effect eh!

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Logo II	Pedro
Vulvan Naughts & C.ossm..	Everest
Black Sanction	Danger Is.and
Pu.gstew's Day	Mystery of the Javastar
Drag Bug	Go !
North Sea G.	Wizard War
Ugh	Chocolate Factory
Cuthbert in Space	Grand Prix
Meteors.ds	

Please give at least two alternative choices when ord.ring. We.a.. more p.ag.ants

EDUCATIONAL CORNER

Chess.a Ca..Se..ns (Amps soft)

Title	Age Range	R.R.P £14.75
		A..p.og.ams £5.95 each or two for £9.00
Maths Love	4—6 yrs	
Ma.ha Level..	8—7 yrs	
O Level Maths		
Supe.spy	E..volvaria	a modern history simulation
Basic Tuter	Beginners Level	
Basic Tuto	Advanced Leve	

Title	Publisher	Age Range	R.R.P	Our Price
...nten Park	Sha..e	pre school	3.50	1.50
Quiz Park	Sha..e	a...he fam.y	3.95	1.50
Fun..o Lea.n	Sharda	6—12 y.a	3.95	1.50
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M.S.T. BUSINESS SOFTWARE

Title	Medium	R.R.P	Our Price
Datafase	Cass	19.95	9.00
Business Acneun.s	Cass	19.95	9.00
Ma.le Address Book	Cass	19.00	9.00
Stock Con..o	Cass	19.95	9.00
Invo.ces/Statemen.s	Case	19.95	9.00
Stock Control	D.sn	24.95	9.00
Datafase	D.sc	29.95	9.00
Business Accounts	D.sc	24.95	9.00
Ma.le Address Book	D.sc	29.95	9.00
Stock Cont.o. Sys.em	D.sc	59.95	9.95
M.S.T. Exec	D.sn	59.95	19.95

FURTHER REDUCTIONS

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Dragon Trek	Salamander	Cass	9.95	2.00
Dragon Trek	Wintersoft	Cass	8.95	2.00
Frankie's Tomb	Salamander	Cass	8.95	2.50
Learn Music	Logic 3	Case	29.95	5.00
Computervoice	Dragon Data	Case	7.95	2.90
Dungeon Rai.e	Microdeal	Cass	9.90	3.00
M..Dig	Microdeal	Cass	9.90	5.00
Bisserd Ille	Tom Mix	Cass	6.95	4.00
Lock..n Space	Salamander	Cass	9.95	6.00
Cu.nbert Goes Digging	Mic.odeal	Cass	7.95	3.00

LATEST ARRIVALS

Title	Publisher	Medium	R.R.P	Our Price
Je..Set Willy	Software Projects	Cass	7.95	5.50
Tim Loves Cr.cket	Peaksen	Case	6.95	5.70
Return of the R.ng	Wintersoft	Cass	9.95	7.20
Cuthbert in the Cooler	Microdeal	Cass	9.00	5.95
Back T.ack	Incentive	Case	6.95	5.20

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Write to us quoting the title medium and price for the programs you want Please include 50 pence for postage/packaging on single orders and 75 pence for two or more titles ordered Postage to rest of Europe is £1 50 and £3 00 to North America It possible please give your telephone number as well as your full address
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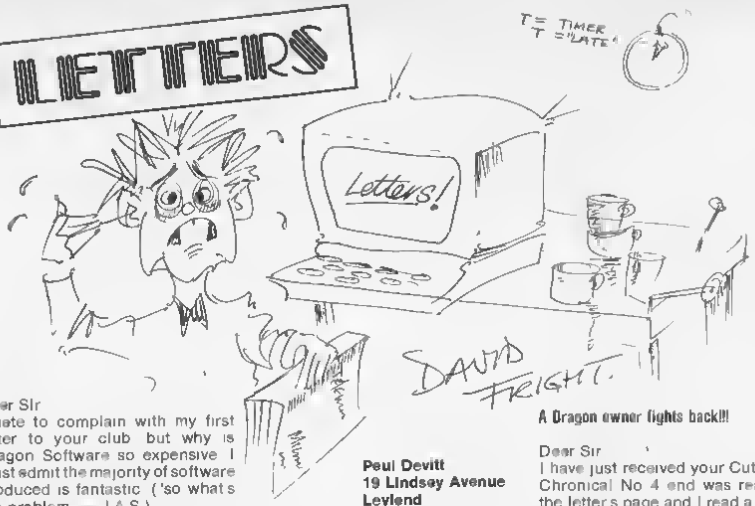
LETTERS



Dear Sir
I hate to complain with my first letter to your club but why is Dragon Software so expensive I must admit the majority of software produced is fantastic ('so what's the problem — J A S)
Don't you think if the prices were lowered a bit, less people would think about pirating programs
GOOD POINT!
Also when I do wish to by a Microdeal program I can only purchase them through Mail order There are huge stores like W H Smith and Boots near me but they do not stock Dragon Software I mean the Dragon is not an unpopular machine in any way?? is it?

Steve Walton Birmingham

Dear Steve
The reason for the HIGH PRICE OF OUR DRAGON SOFTWARE is usually because we actually licence the games from America and therefore have to pay not only a Royalty to the original programmer but, a licencing fee a conversion fee manufacturing costs fresh artwork plus umpteen other odds and end which all add up to a comparitively pricey product However if one was to look at the U S Gold range on the Commodore 64 you would see that their games also converted/sub licence from American programs are far more expensive than their English counterparts but I think you will agree that in both instances the software is far superior and well worth the little extra
You will find an answer to your other comments in issue 4 page 27 under the supply and demand story

Paul Devitt
19 Lindsay Avenue
Leylend
Lancashire
PR5 2FE

Dear Mr Symes
Yes yet **another sarcastic letter,** but before you tear this letter up I must confess that **I am not one of Clive's many morons.** Anyway now for the serious bit did I say serious? I've decided to write a story about what happens in a typical day for one of Clive's many morons What? I hear you gasp Now don't be like that we must spare a thought for those who are less fortunate than ourselves well even a tiny bit of a thought for those peabrains
The morning starts with breakfast usually **"chuckie eggs" sunny side up** to brighten their miserable lives Next comes the point of turning that scratty black box on which Clive calls a computer Then comes the cold flesh keyboard bashing which lasts until 6 o clock by which time the black box is hotter than **Feeriess Freddys buildings,** when all those morons must retire to their beds
Please please I beg you if you know any of these unfortunate then help them to overcome their problem **let them use a decent computer, I E. DRAGDN,** and play some decent games minus the colour spill over I E Microdeals large collection

P S **Spectrum owners** are spreading and this disease must be stopped before it becomes a **national epidemic**

A Dragon owner fights back!!!

Dear Sir
I have just received your Cuthbert Chronical No 4 and was reading the letter s page and I read a letter from Jeff Richerds from Swansea who said that the Dragon was dead (HORROR) Well he is talking STUPID man!! The Drgaon was perhaps dying a little but now it s very much alive and us Dragon owners should be screaming coming back coming back coming back!!
And there's another thing (sounds just like a Yorkshire version of MR Angry this one does ED) I d like to say that the Spectrum is rubbish you could use the rubber keys as 'eresers , it gets so blinking (that s the new Cuthbert word) HOT you could use it for cooking bacon and eggs on It and as for the spectrum + well thats a lovely machine the keys fall off lovely isn t it??? Give me a Dragon every time

Yours
W A Mecalfe Sheffield

Go get em son "Cuthbert"

Dear Microdeal
I would just like to say how good I think you mail order service is (well thenk you) I recently sent away for a game for my Tandy Colour and I thought I d have to wait a few weeks before I d receive it but a few deys later end it arrived excellent So again I would like to thank those who must handle hundreds of orders a day, keep up the good work

Yours
Neil Lister Hull

GAMESMANSHIP
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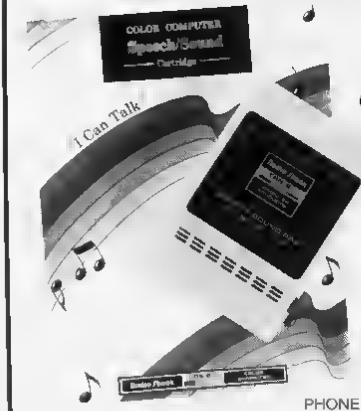

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MICROMAIL

41 TRURO RD ST AUSTELL CORNWALL PL25 5JE

PHONE CREDIT CARD ORDERS *0726 73456*

Dear Sir
The reason I am writing to you is to thank you for bringing out software for the Dragon and to congratulate you on your marvellous flight simulator WORLDS OF FLIGHT
My boys and myself think it is fantastic and as far as we're concerned it's the nearest I will get to flying a real aeroplane We have tried other flight simulators but nothing compares with the graphics sound and control of W O F

Mr Peter Gregory

AW SHUCKS John

Dear Sir
The **747 flight simulator and Worlde of Flight** are not in my opinion what the customers want!! *(Try telling Mr Gregory and Sons!!)*
My idea of a flight simulator would have a **graphic display** similar to that of **speed racer** which I feel is superb Wire drewing just don't grab my interest and I feel that most people feel the same way

Well MISS WATKINS from Tyne & Wear (I haven't put your full address cos I'm sure all the WOFers in your area would be after you like a shot!!!) The reason the graphics are not of the speed racer style is due to the EXTREME COMPLEXITY of the program There really is very little memory left Also wire graphics keep the screen CLEAN and **EASY TO READ** *I would also like to point out that you are the first of many many WOF letters with a complaint All the same very nice to hear from you dear!*

Chris Wilson,
from Welmersely, Manchester
Chris may like to hear that Tom Mix have released **Tron in the torm of Electron** and also **Cubert in the torm of Cuber** look torward to receiving his order for these two Ha! Ha!

Simon Jones,
from Fresingfield, Suffolk eeke .
Does anybody know the infinate lives poke to Manic Miner?

HIGH SCORES

CUTHBERT IN THE MINES
66 200 pts
by John Day

PHANTOM SLAYER
2,420 ghosts (really???)
by Greg Coulthard

MUOPIES
196,200 pts
by David Walker

JUNIORS REVENGE
4,777 000 pts
Screen 80
by Craig Davies

MR DIG
1,080,750 pts
Screen 162
by Tristan Wrennall

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41,590 pts
by S A Duncan

CUTHBERT GOES DIGGING
at least 9.999 pts
by Andrew Smith

CUTHBERT IN THE JUNGLE
113 540 pts
by Gary Scott

FEARLESS FREDDY
64 460 pts
by Jonathan Knight

CASHMAN
£1 506 pts
by N Donoven

HUNGRY HORACE
2 309 083 pts
by G A Warder

TIM LOVES CRICKET
254 runs not out
by Alan Hobbs

CHUCKIE EGG
416 110 pts
by Andy Stephens

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68 650 pts
by Andy Stephens

CUTHBERT IN THE COOLER
80,030 pts
by David McCrudden

BUZZARO BAIT
321 900 pts
Wave 28
by Simon Hargrave

HIGH SCORES TO CUTHBERT CHRON.'

41 TRURO ROAD
ST AUSTELL
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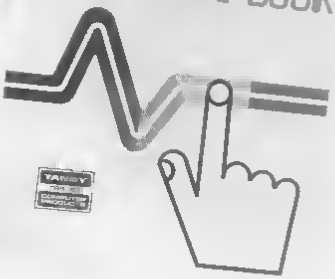
NOTE! *All readers sending letters to the Cuthbert Chronicle should enclose an SAE. if they require a reply. ED.*

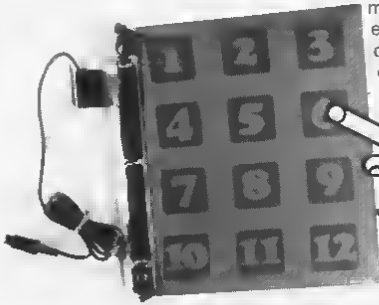
THE NEW TRS 80 ELECTRONIC BOOK

TRS-80
COLOUR COMPUTER
ELECTRONIC BOOK



WORKS ON
DRAGON
TANDY COLOUR
*BBC WITH ADAPTOR

Designed by experienced British teachers Interactive routines written into programs make learning a game This unique concept in computer peripherals plugs into the joystick port and allows programs to interact with written material in the ring binder Hundreds of uses including educational, business, adventures game playing quizzes and much more Interact the book with your own programs



Different areas of the books touch sensitive surface are pressed to make selections

*Adaptor for BBC Microcomputer £5.49 (26-7228)

Electronic Book for Tandy Colour/Dragon (26-3141) £16.95

Available from Tandy Shops Nationwide or direct from

MICROMAIL
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CUTHBERT GOES DIGGING

M/Code

This is an arcade game similar to the BBC Micro's 'Monsters' game You control Cuthbert and must climb ladders in a building site to dig holes which in turn trap Moronians in When a moronian falls in your hole, you must bash him on the head with an insulated hammer Your score will then increase depending on how many levels he has fallen through This kills most moronians but some struggle on with a splitting headache

Your other enemy is time You have a limited amount of time for your Moronian-bashing before your oxygen runs out This is displayed at the top-left hand corner of the screen and diminishes roughly one unit per second As it gets low Cuthbert staggers along to try to finish off the moronians thus getting a refill of oxygen

There are 5 skill levels Though the easiest, level 1 does not give you much oxygen

You can use keyboard or joystick control, but even with the joystick you still have to fill in the holes by using the space-bar, which is inconvenient

Conclusions

This game is good value for money and although frustrating it can be addictive

£2·99

Assessment 70%
TIMOTHY RICHARD

CRAZY PAINTER

£8·00

On loading you have the choice of the normal three colour modes, all producing an **extremely good display** You play the part of a painter trying to paint the whole screen using as little paint as possible but there are hazards First of all it's only a **dog leaving dirty great footprints** all over the screen, then it progresses to **moths and, later, caterpillars, boys and numerous balloons.** You can stop certain things from walking over your newly painted screen by touching them Some objects will take your brush and some will take your paint You start off with four pots of paint and five brushes, which you can collect from the bottom left-hand corner Displayed next to this is the paint left on your brush at present and your current score, under which is your current level of play After you have fully painted four screens you go on to the challenge screen where you must control a scraper to stop paint dripping to the bottom of the screen, at which point you return to painting

The **graphics are very crisp and clear in all modes** and the **sound effects are brilliant** with a rendition of **"Whistle while you Work"** in the background Control is via **keyboard or joystick** and is very responsive You can choose your starting level but there is no Hall of Fame, only a high and last score section on the title page

Altogether **the game is excellent and one of the best I have seen for the Dragon.**

Brilliant: 95%

Reviewed by Tim Eckas (May, 1985)

SANJAY WINS ALL

★ £500's ★

WORTH OF

MICRODEAL

SOFTWARE

HAS BEEN WON

Sonjay Jonwolo pictured here, entered our competition ot the 2nd 6809 show for the prize of £500 worth of Microdeol Softwore, ond he won

Sonjay from Lords Hill, Southompton, wos soid to be very excited ond delighted ot the thought of oppeoring in the **Cuthbert Chronicle** - oh yes, he wos quite pleosed with his prize too?

WELL DONE SANJAY ... CUTHBERT

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Cuthberteers Unite!

Alpesh Patel Age 13
118 Greenhill Road
Bromley
Leeds 13
LS13 4AN

Enjoys *Assembly Language Programming, Cricket and of course playing computer games*

Ashley Cornfoot Age 15
4 Chantry Close
Chilwell
Nottingham

Enjoys *Computing and Bike-riding*

Thomas Carter Age 13
Tyn-y-Cae
Mamhilad
Pontypool
Gwent NP4 0JD

Enjoys *Progremming and games on his Dragon, Archery Fishing Darts and snooker*

Alaric Birkett Age 14
52 Dovecote Road
Bromsgrove
Worcs B61 7BP

Enjoys *Learning Basic on his COCO 16K and also Fishing Wants to know if there are any Cuthbert-rs in his area?*

Jon Grose Age 14
Sunnydale
Cadleigh Park
Ivybridge
Devon PL21 9JJ

Enjoys *Hiking, Photography and Astronomy*

Gary Scott Age 11¾
54 Exeter Road
Wheatly
Doncaster DN24 1F

Enjoys *Computers Reeding Writing and getting replys to his letters!!*
(I think he's having a go at mail!!)

Available for
COMMODORE 64
TANDY COLOUR 32 K
DRAGON
32
GRABBER
Another addictive game from Microdeal. You must "grab" the eight treasures and store them in the centre boxes of two mazes (upper and lower) switching mazes at will. Sounds easy? It would be if the Googlies didn't keep moving your treasures and you could avoid the monsters who are out to destroy you! Different mazes at each level, including "bonus" maze. Full colour graphics with accompanying music. Arcade action, machine language game.
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ADDRESS

I enclose a cheque/P.O. for £ made payable to Microdeal Ltd

Please rush me copy(s) of. £

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THE CHARTS

TOP 10
FOR WEEK ENDING 22/7/85

POS.	TITLE	COMPANY
1.	JET SET SILLY	*Software Projects*
2.	SPEED RACER	*Microdeal*
3.	ROMMEL'S REVENGE	*Design Design*
4.	SCREAMING ABDABS	*ARF*
5.	MANIC MINER	*Software Projects*
6.	ATHLETYX	*Microdeal*
7.	FOOTBALL MANAGER	*Addictive*
8.	W.O.F.	*Microdeal*
9.	SYZYGY	*Microdeal*
10	TIME BANDIT	*Microdeal*

TOP
BEST SELLING
POCKET MONEY SOFTWARE

POS.	TITLE	COMPANY
1.	DATACOM'S SPECIAL 9 PACK *(Available only by Mail Order from Datacom)*	*Datacom*
2.	JET BOOT COLIN	*Pocket Money*
3	TEA TIME	*Pocket Money*
4	GHOST ATTACK	*Dragon Data*
5.	TEA TIME	*Pocket Money*
	ROBIN HOOD	*Pocket Money*

This chart has been compiled with th help of the following Dragon Software specialist shops
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Commercial & General Typewriter Co
A1DS Data
Vic Oddens
Computers + Tandy

BACK TRACK

PRIORITY MAIL ORDER

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MICROMAIL

SYZYGY

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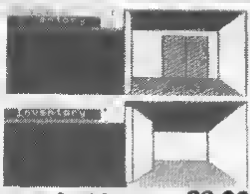
DRAGON 32/64

You are trapped aboard a section of the Deathstar!! You have already had one near fatal encounter with Vader and another could prove disastrous. He's somewhere nearby guarding the central computer which just happens to hold some information essential to your survival. To have any chance at all you must find and retrieve your tight sabre presently being guarded by one of Vader's huge ugly aliens. Gosh there is just so much to do over 250 different graphic pictures and 300 locations make this our best ever graphics adventure. 1 Joystick required for tight sabre fight. 64 different commands. 100% machine code. High Res graphics. *Post & Packing 50p* **£8.00**



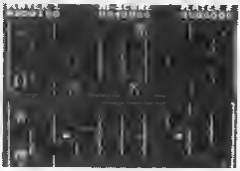
Grabber

BEST SELLER FROM MICRODEAL

DRAGON 32 & COMMODORE 64

Another extremely addictive game from Microdeal. You must 'grab' the eight treasures and store them in the centre boxes of the two mazes (upper and lower) switching mazes at will. Sounds easy? It would be if the googlies did not keep moving your treasures and if you could avoid the monsters who are out to get you.

One or two players. Joysticks required.



Tape £8

CASHMAN

NEW FROM MICRODEAL

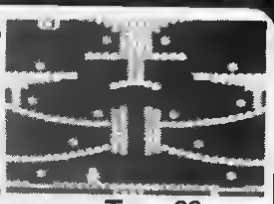
DRAGON 32

JOYSTICK REQUIRED

Exploding with colour, racing with fast animation and roaring with sound, this great non-violent game is destined to be a classic.

Dozens of levels and screens (more than FORTY!) offer anyone, as much good clean fun as they want! Play alone or go for the ultimate challenge of two-player simultaneous competition.

Run along the colorful girders, jump across the chasms, climb the ropes and ladders and grab the BIRD and fly the loot before your opponent gets it - but watch out! The KATS are on the prowl and your opponent is tossing eggs at You!



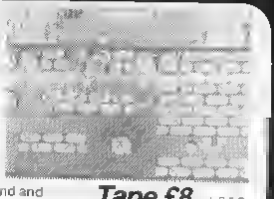
Tape £8 incl P&P

TOUCHSTONE

NEW FROM MICRODEAL

DRAGON 32

You find yourself at the beginning of an awesome trek to gain the Secrets of the Touchstone. Your main objectives are to "STAY ALIVE", to collect the wonderous treasures and get the keys to the vaults between the levels. Various monsters appear at strategic points throughout the mazes intent upon stopping you reaching your goal. But Ra in his infinite wisdom has equipped you with a ray of light which shoots from your eyes killing anything in your path. 11 levels. 60 screens. 100% machine code, high resolution graphics, sound and many intriguing extras. For 1 or 2 players. Joysticks required.



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"View" orientated means that the pilot may determine his or her position by actually viewing the surrounding landmarks and features as opposed to flying on instruments only.

The craft is a light weight, low winged, single engined aeroplane, with a nose wheel which is both steerable and retractable.

Most instrument manoeuvres and procedures may be practised, as well as aerobatics which include, aileron rolls, spins, stalls and sustained inverted flight.

100% machine code with high resolution graphics.

Requires 2 Potentiometer/Floating Joysticks

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Tandy version runs on Dragon & Dragon version runs on Tandy

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